APPENDIX A

```
int RunPDet (int *ADC out)
 static int PD_In[2]; /*scaled FIR output*/
 if (!Ctrl.AcqTrk) {
    Zpr.PD_Fave = (int)((abs(PD_In[0] - Zpr.PD_ykFd)+1)/2);
    Zpr.PD_Save = (int)((abs(PD In[1] - Zpr.PD ykSd)+1)/2);
    Zpr.PD_AmpEst = (int) (sqrt(pow(Zpr.PD_Save,2) + pow(Zpr.PD_Fave,2)));
    Zpr.PD ykFd = PD In[0];
    Zpr.PD_ykSd = PD In[1];
    PD_In[0] = (ADC out[0];
    PD_In[1] = (ADC out[1];
    Zpr.PD_condition[1] = Zpr.PD condition[0];
    Zpr.PD condition[0] = (Zpr.PD ykFd + PD In[0]) < Zpr.PD Thrsh Low;</pre>
    Zpr.PD_condition[3] = Zpr.PD condition[2];
    Zpr.PD_condition[2] = (Zpr.PD_ykSd + PD_In[1]) < Zpr.PD_Thrsh_low;</pre>
    Zpr.PD_condition[4] = Zpr.PD AmpEst > Zpr.PD Thrsh High;
    if(Zpr.PD_Counter < Zpr.PD_Qual)</pre>
        if(Zpr.PD_condition[0] && Zpr.PD_condition[1] &&
             Zpr.PD_condition[2] && Zpr.PD condition[3] &&
             Zpr.PD condition[4])
                Zpr.PD_Counter++;
        else
                Zpr.PD_Counter = 0;
 }
 else
        Zpr.PD_Fave = Zpr.PD Save = 0;
        Zpr.PD_ykFd = PD In[0] = 0;
        Zpr.PD_ykSd = PD_In[1] = 0;
        Zpr.PD AmpEst = 0;
        Zpr.PD condition[1] = Zpr.PD condition[0] = 0;
        Zpr.PD_condition[3] = Zpr.PD condition[2] = 0;
        Zpr.PD condition[4] = 0;
        Zpr.PD Counter = 0;
 }
   return (Zpr.PD Counter);
}
Legend of the code variables with respect to the patent application:
ADC_out[0] = current even sample Se (90c, FIG. 7) from ADC 50 (FIG. 5)
ADC_out[1] = current odd sample Oe (91c, FIG. 7) from ADC 50
PD_In[0] = first previous even sample Se - 1 (90b, FIG. 7)
PD_In[1] = first previous odd sample Oe - 1(91b, FIG.7)
```

```
Zpr.PD_ykFd = second previous even sample Se - 2 (90a, FIG. 7)
Zpr.PD_ykSd = second previous odd sample Oe - 2 (91a, FIG. 7)
Zpr.PD_Fave = AE (equation 5)
Zpr.PD_Save = AO (equation 6)
Zpr.PD_AmpEst = Amp (equation 7)
Zpr.PD_ykFd + PD_In[0] = E1, E2 (equations 1-2)
Zpr.PD_ykSd + PD_In[1] = 01, 02 (equations 2-4)
Zpr.PD_Thrsh_Low → Threshold_Low (equations 8-11)
Zpr.PD_Thrsh_High → Threshold High (equation 12)
```